THE PORTABLE NBA EXPERIENCE
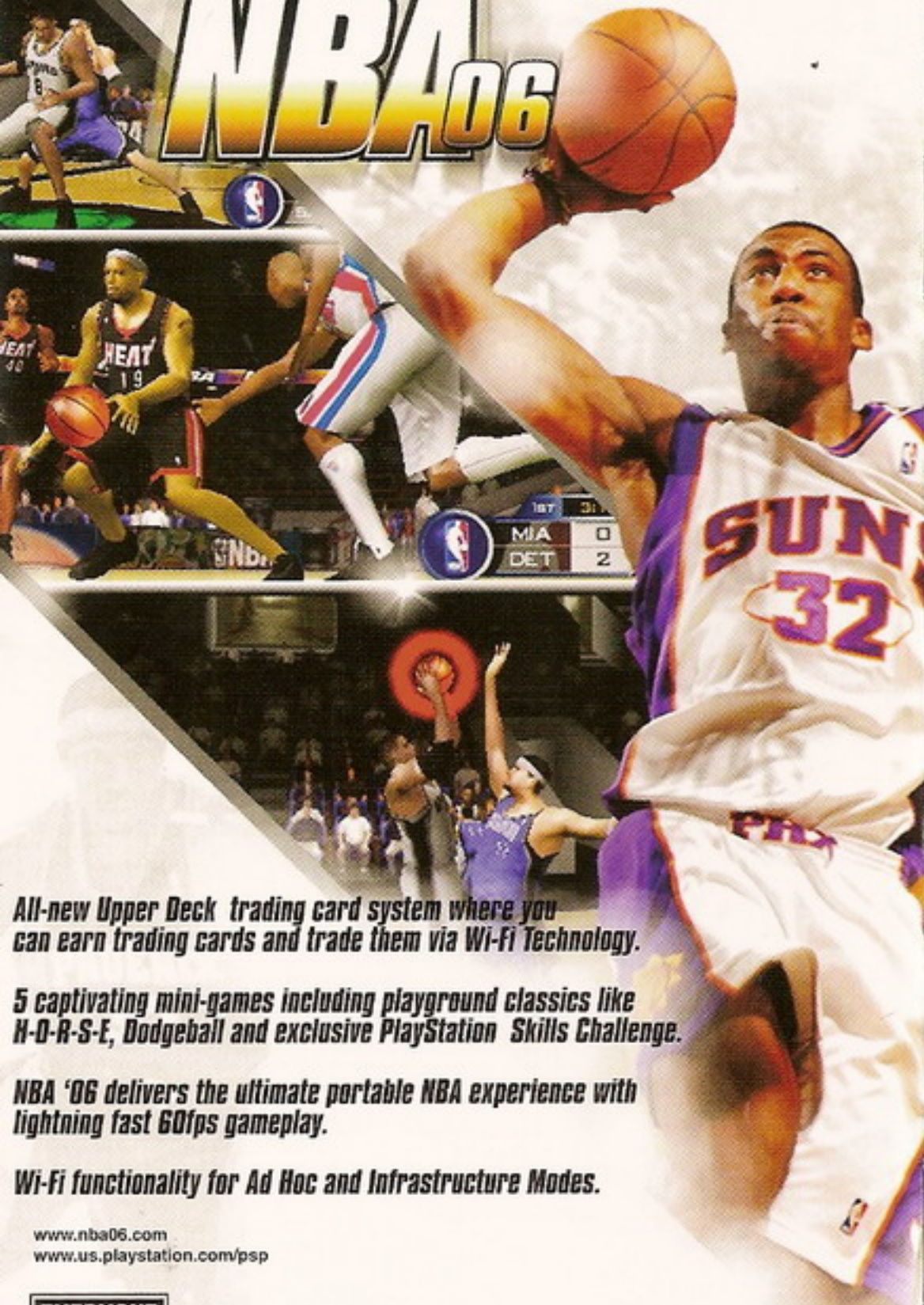
NBA 06

All-new Upper Deck trading card system where you can earn trading cards and trade them via Wi-Fi Technology.

5 captivating mini-games including playground classics like H-O-R-S-E, Dodgeball and exclusive PlayStation Skills Challenge.

NBA '06 delivers the ultimate portable NBA experience with lightning fast 60fps gameplay.

Wi-Fi functionality for Ad Hoc and Infrastructure Modes.

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EVERYONE
E
CONTENT RATED BY ESRB

PSP
PlayStation Portable

NBA

PS

WORLD TOUR SOCCER 06

E
CONTENT RATED BY ESRB

SONY

INSTRUCTION MANUAL

COMPUTER ENTERTAINMENT

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ Portable entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the TV screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP format software and is intended for use with the PSP™ Portable entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction. • SCEA will not be held liable for damage resulting from the misuse of discs.
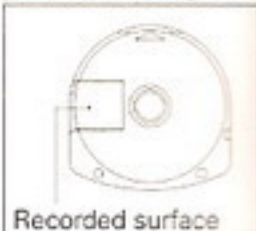
Recorded surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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World Tour Soccer '06

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.
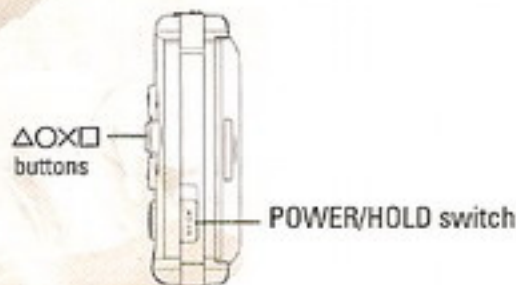
TABLE OF CONTENTS

Right side view

△○✕□ buttons

POWER/HOLD switch

Front view

Disc cover   DC OUT connectors

IR port   USB connector   OPEN latch
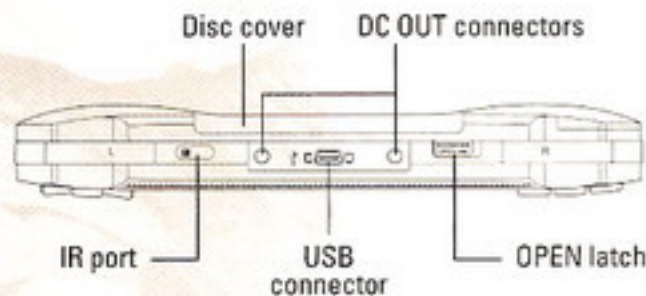
Set up your PSP™ (Playstation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the World Tour Soccer '06 disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press ✕ on the PSP™ system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

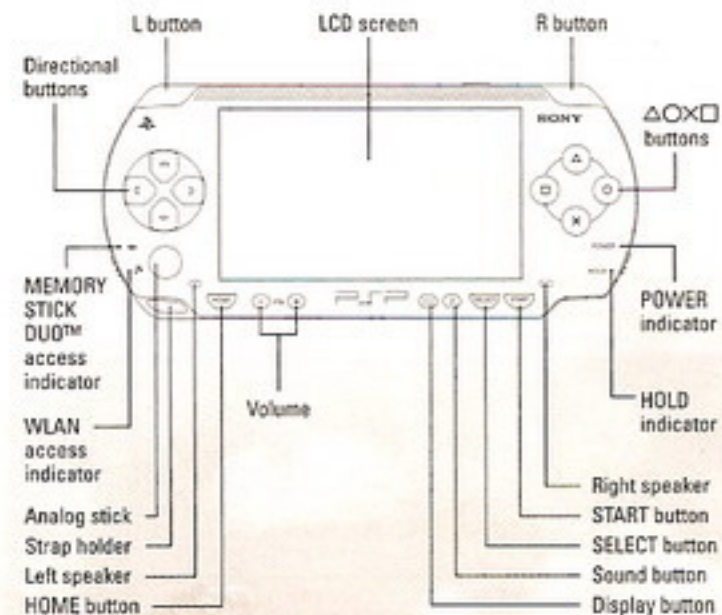NOTICE: Do not eject a UMD™ while it is playing.

MULTI PLAYER
Wireless (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN).You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

STARTING UP

PSP™ (PlayStation®Portable) system configuration

L button   LCD screen   R button

Directional buttons

MEMORY STICK DUO™ access indicator

WLAN access indicator

Volume

△○✕□ buttons

POWER indicator

HOLD indicator

Analog stick
Strap holder
Left speaker
HOME button

Right speaker
START button
SELECT button
Sound button
Display button

PLEASE NOTE: WORLD TOUR SOCCER '06 supports Ad Hoc Mode, Infrastructure Mode and Game Sharing Mode. Please see the "Multiplayer" section of this manual for further details.

Ad Hoc Mode

Ad Hoc mode is a wireless feature that allows two or more individual PSP™ systems to communicate directly with each other.

Infrastructure Mode

Infrastructure mode is a Wi-Fi feature that allows the PSP™ system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP™ system's Instruction Manual.

> Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

Game Sharing

Game Sharing allows you to share a pre-determined portion of World Tour Soccer '06 game content with other PSP™ system users. The other users do not need to have the World Tour Soccer '06 UMD in their PSP™ system to use this feature. When another PSP™ system user is nearby, select "GAME SHARING" from the World Tour Soccer '06 main menu. The other PSP™ system owner must select Game Sharing from the Cross Media Bar onscreen display menu. Once this is done, World Tour Soccer '06 game content can be sent and played via the PSP™ system Wi-Fi functionality.

> Note: Shared game code is licensed solely for distribution through PSP systems for noncommercial purposes. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP™ system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

The minimum amount of free space required to save World Tour Soccer '06 data will vary depending on the capacity of the Memory Stick Duo™. A 32MB – 128MB Memory Stick requires 304KB of free space. A 256MB – 2GB Memory Stick required 352KB of free space.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → are used to denote the direction of the directional buttons and analog stick unless stated otherwise.

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, then press ⊗ to confirm. To return to the previous menu screen, press △.
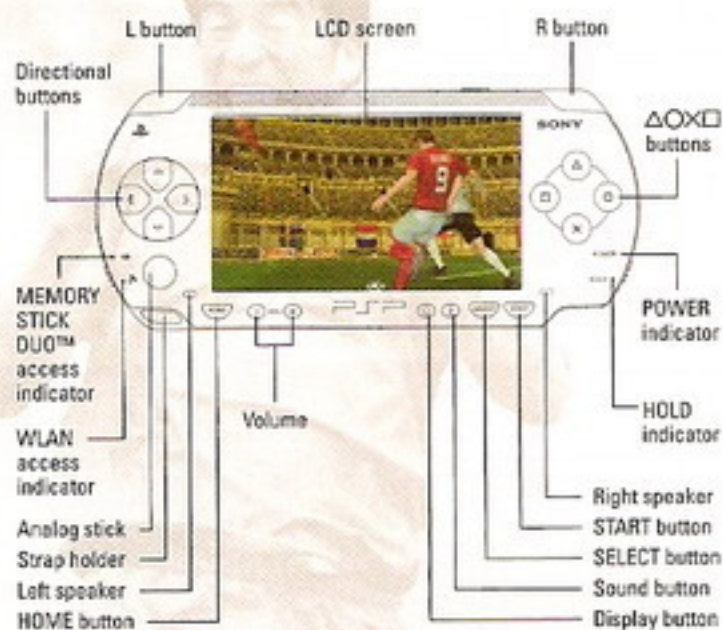
CREATING A NEW PROFILE

On start-up, a profile must be created and saved to a Memory Stick Duo™. Each Memory Stick Duo™ can contain a single World Tour Soccer '06 Save File containing up to three profiles. When a World Tour Soccer '06 Save File has been created, deleting or creating profiles will cause the World Tour Soccer '06 Save File to update automatically. A different World Tour Soccer '06 Save File can be loaded from within the Profile Menu in the Options Menu.

Profiles can be created, loaded or deleted from the Switch/Create Profile section within the Profile Menu.

GAME CONTROLS

PSP™ (PlayStation®Portable) system configuration

L button
LCD screen
R button

Directional buttons

△○×□ buttons

MEMORY STICK DUO™ access indicator

WLAN access indicator

Volume

Analog stick
Strap holder
Left speaker
HOME button

POWER indicator

HOLD indicator

Right speaker
START button
SELECT button
Sound button
Display button

MOVEMENT

Use the analog stick or ↑, ↓, ← and → to move a player.
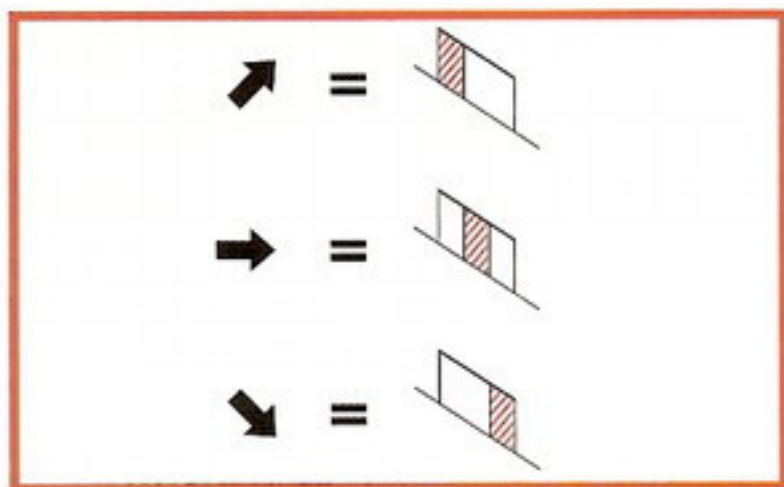Hold down **R** to make a player sprint.

ATTACKING: BASICS
Passing

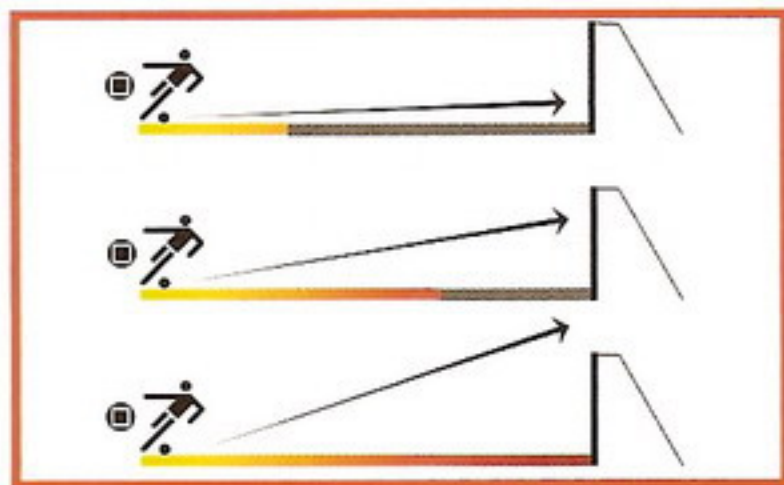|	
Ground pass	Press ✖ to perform a ground pass in the direction that the directional buttons or analog stick are being held.
Flighted pass	Press ◉ to hit a flighted pass, using the directional buttons or analog stick to aim. Hold down ◉ for a longer period to perform a longer pass.
Crossing the ball	Pressing ◉ when a player is level with the opposition's penalty area will cause that player to hit a cross into the penalty area. Use the directional buttons or analog stick to aim the ball closer to or further away from the goal. Hold ◉ longer to perform a deeper cross.
Through balls	Press ▲ to hit a through ball to another player in the direction that the directional buttons or analog stick are being held.
One touch passing	Any of the above passes can be performed as a one touch pass. Press the appropriate button before a player has received the ball to hit a first time pass.

Shooting

| Standard shots	Press ⊙ to take a shot on goal. Holding down ⊙ for longer will produce a higher shot, and will cause a player to shoot over the bar if held too long. Shots are aimed using the directional buttons or analog stick (see diagram).
One time shots	Hit a one time shot by pressing ⊙ before a player has received the ball. First time shots use the same aiming method as standard shots.

To aim the shot, use the directional button or analog stck.

The time you hold down ⊙ controls the height of your shot

Heading And Volleying

Passes or shots	Press ⊗ or ⊙ while the ball is in the air to get a player to attempt a headed pass or shot. If the ball has dropped too low for the player to perform a normal header, then the player may elect to strike the ball on the volley or even attempt a diving header. Aim headed passes and shots in the same way as a normal pass or shot.
Volleyed flighted passes	To perform a volleyed flighted pass press ⊙ while the ball is in the air. The direction and distance are determined in the same way as a normal flighted pass.

ATTACKING: ADVANCED

Knock ahead dribble	Tap **R** while a player is in control of the ball to perform a knock ahead dribble in the direction that the directional buttons or analog stick are being held.
Chip shots	Try and lob the ball over the opposition goalkeeper by hitting a chip shot. Aim the directional buttons or analog stick in the opposite direction to the goal and press ◉ to attempt the shot.
One-Twos	To perform a one-two, press ✖ and then quickly press ▲ for a return pass, or ◉ for a flighted return pass.
Skill moves	Players can perform skill moves to take them past other players. Press **L** + ✖ to attempt a step-over, **L** + ◉ to perform a shimmy, or **L** + ◉ to attempt a spin feint.
Deliberate dives	Press **L** + ▲ to attempt a deliberate dive. This could win a free kick, but the referee may book the player for simulation instead.
Give and go	Give and go allows one player to be controlled, while another player holds the ball up and waits to give a return pass. To perform a give and go, press ✖ and quickly press and hold ▲ or ◉ (for a ground or flighted return). The other player will pass the ball back to the original player when the button is released.

DEFENDING: BASICS

Block tackle	Press ◉ to make a defender perform a standing block tackle. A player will automatically perform a block tackle if moved in front of an opposing attacker and then run into the ball.
Changing a controlled player	Press ✖ to change the player that is currently being controlled. By default, the game will automatically try to put you in control of the most appropriate player. You can change how your player is selected with the Player Selection setting in the Options Menu.
Sliding tackle	Press ◉ when defending to get a player to perform a sliding challenge in that direction.
Teammate assist and goalkeeper rush	Press and hold **L** when defending to call another player over to tackle the player in possession. Press ▲ to call the goalkeeper off his line to charge down the attacking player.

GOALKEEPER CONTROLS

With ball in hands:

Press ✖ to throw or roll the ball out to a nearby player in the direction that the directional buttons or analog stick are being held.

Press ◉ or ◉ to kick the ball long. The kick is aimed with the directional buttons or analog stick and the distance that the ball is kicked is determined by the length of time that ◉ or ◉ are held down.

Press ▲ to get the keeper to drop the ball at his own feet. The goalkeeper can then be controlled in the same way as any other player in possession.

FREE KICKS: BASICS

Aiming	Press ← or → to move the on-screen directional arrow.
Long passes	Press ◉ to hit a long pass in the direction of the directional arrow. The length of the pass is determined by how long ◉ is held down.
Short passes and through balls	Aim the directional arrow in the direction that the ball is to be passed and press ⊗ for a short pass in that direction, or ⬭ for a through ball in that direction.
Shooting	Press ▣ to hit a shot in the direction of the directional arrow. The height of the shot is determined by how long ▣ is held down.

FREE KICKS: ADVANCED
Curl and Dip

To add curl and dip to long passes and shots from free kicks, press ↑, ↓, ← or → in the appropriate direction while holding down ◉ or ▣. Applying a lot of curl or dip to a shot will reduce its speed.

Press ← or → to apply curl to the ball.
Press ↑ to apply dip to the ball.
Press ↓ to hit a lofted pass or shot.

Icon Passing

Press ▣ when taking a free kick to toggle Icon Passing mode on and off. In this mode a set of players and/or pitch areas will be highlighted and marked with ⊗, ◉, ▣ and ⬭. Press the appropriate button to hit a pass to that area or player.

Press ▣ to toggle between different layouts of the icon passing zones.

When passing the ball to a player with an icon above their head, the ball can be passed to the side of them by pressing ← or →, or in front of or behind them by pressing ↓ or ↑.

DEFENDING FREE KICKS

If you are defending a free kick close to your own goal, you can control your defensive wall and your highlighted player.

Press ▣ to move the wall to the left and press ◉ to move the wall to the right. The goalkeeper will automatically adjust his position to cover the exposed area.

Press ⬭ to make the wall jump and try to block any shots.

TAKING CORNERS AND GOAL KICKS

The controls for taking corners and goal kicks are identical to those for taking free kicks. It is not possible to take shots from corners or goal kicks.
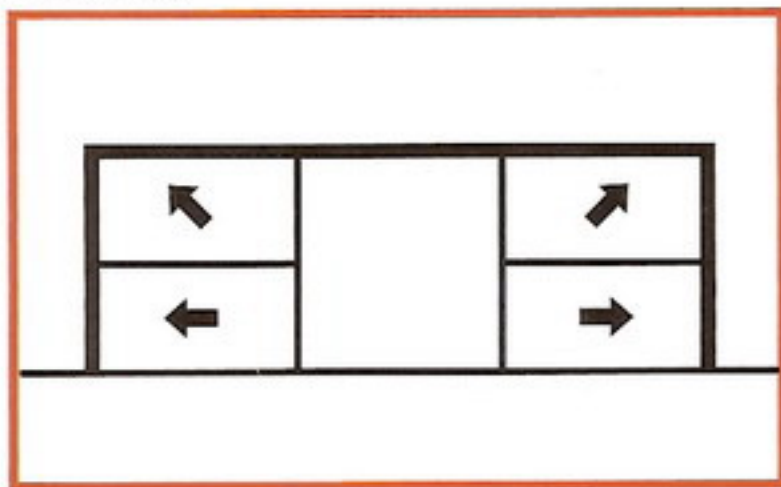
PENALTIES

TAKING PENALTY KICKS

Aim your penalty kick by pressing the directional buttons or analog stick in one of the directions indicated by the diagram.

Hit an accurate shot by pressing ● when the pointer is in the center of the Accuracy Gauge. Players may still hit an accurate shot even if the pointer is not stopped in the exact center of the Accuracy Gauge, but this will depend on the player's natural skill as a penalty taker.

SAVING PENALITES

When preparing to face a penalty you can move your goalkeeper on the line using ← and →. Use this to distract your opponent and try to influence them into hitting their shot in the direction you are going to dive.

When the penalty kick is being taken, press ✕ to dive in the direction you choose with the directional buttons or analog stick. Use the same method when taking a penalty kick to decide which area of the goal you are aiming for.

If you don't press ✕, your goalkeeper will attempt a save in the center of the goal.

TAKING THROW-INS

The controls for taking a throw-in are very similar to those used for other dead-ball situations. Aim the directional arrow using ← and → and press ✕ or ▲ to throw the ball in that direction.

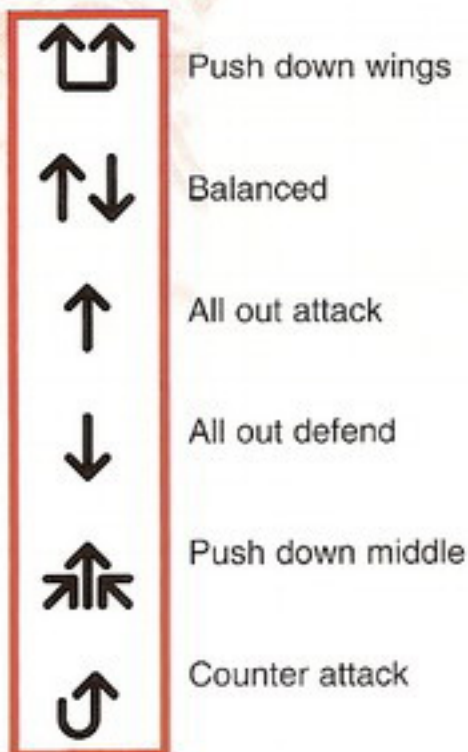To take a long throw, press ◉. The length of the throw is determined by the length of time that ◉ is held down.

Press ▬L▬ to toggle Icon Passing mode on and off.

TEAM MANAGEMENT

You can change your team's formation, line up, kick takers and match strategy from the Team Management Menu before the match, at half-time or from the in-match pause menu.

> NOTE: The Team Management option is not available in the Outnumbered game mode.

You can also change your team's match strategy quickly in all game modes by pressing ⬭ while you are playing. This will cycle through the strategy options available.

⬆⬆ Push down wings

⬆⬇ Balanced

⬆ All out attack

⬇ All out defend

⬆⬆ Push down middle

⬆ Counter attack

WORLD TOUR

Take on the nations of the world in a variety of soccer challenges in World Tour. Start out in Africa and work your way through Asia, the Americas and eventually Europe.

The flashing icons indicate challenge matches that you have yet to win a medal in. Press ⬅ and ➡ to move between matches within each continent and select your next challenge with ⓧ.

Completing each match to at least bronze medal level will unlock more challenges. Complete at least one match from each round on each continent to unlock the All Stars challenge. Completing these All Stars matches will unlock further continents, the All Star team and new game modes to play in the next continent and in Medal Mode.

Locked Challenge   Game mode for this challenge

AFRICA

SHOT CLOCK
AT GHANA

ROUND: 2/5

TOP SCORE: 0

● 500   ● 1250   ● 2000

CHANGE CONTINENT   ■ SCORE TABLE   ● GAME RULES

Selected Challenge
Unlocked Challenge

Oppositions for this challenge

Medal targets for this challenge

16

17
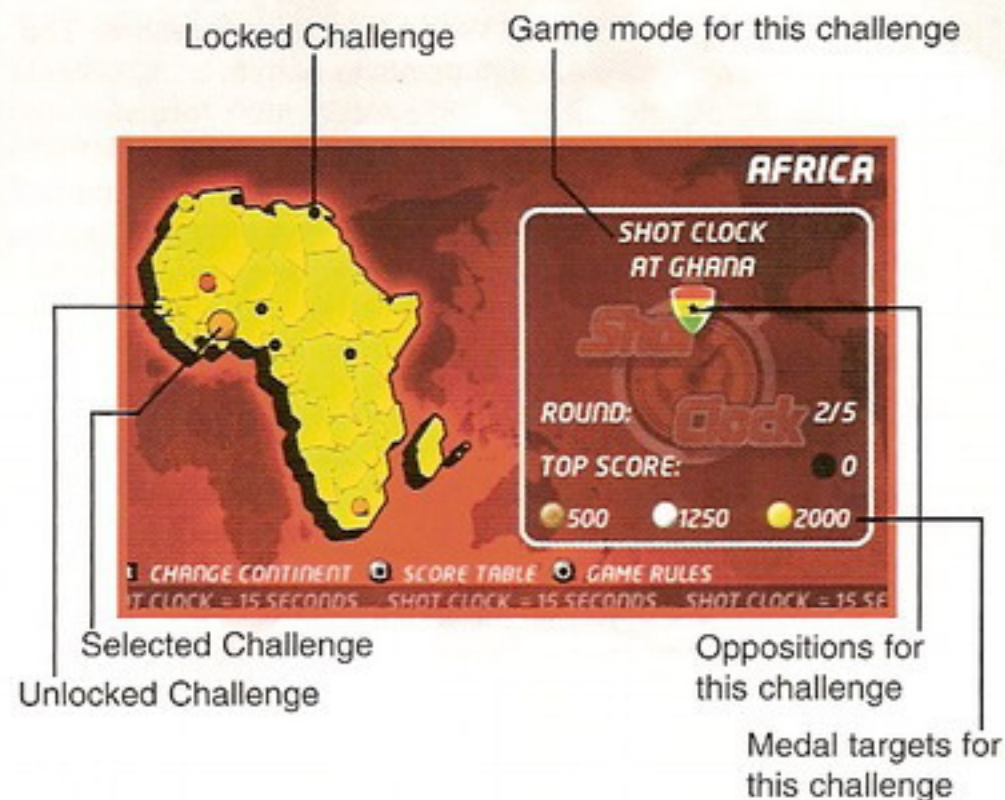
MEDAL MODE AND PLAY NOW

Practice your skills in each of the game modes by taking on the challenges presented in Medal Mode. There are eight increasingly difficult challenges for each game mode. Complete each match to unlock the next challenge and work your way to the Medal Mode trophies.

Completing the continental All Star matches in World Tour will unlock more game modes for Medal Mode play.

You can also get straight into Medal Mode action by selecting Play Now from the Main Menu. This will load up your next Medal Mode challenge from a random game mode.

THE GAME MODES

CLASSIC CHALLENGE

The original challenge mode from World Tour Soccer returns. The goal is still the same; score enough points to earn bronze, silver or gold medals by playing slick, stylish soccer. You'll receive points for good passes, crisp tackles, clever interceptions and scoring spectacular goals. The Classic Challenge points system forms the basis for almost all of the game modes in World Tour Soccer '06.

ALL ROUNDER

Get all of your players involved in the game in All Rounder. Every player on your team must touch the ball at least once before you are allowed to score. The markers under your players' feet will change color once you've passed to them, but will reset back again once you've scored a goal. Make sure that you've passed to all your players before you shoot, as the ref will disallow any goals that are scored too soon.

SHOT CLOCK

Move the ball forward quickly and shoot before the Shot Clock runs out! The Shot Clock will start as soon as you gain possession and the ref will call a foul against your team if you still have the ball when it runs out. The clock will reset every time that you take a shot or lose possession, so make sure that you use this to your advantage.

THE ZONE

Play the ball into the highlighted zones on the pitch to gain bonus multipliers. Each of the colored zones will add a different multiplier to your challenge points. Score your points from within the highest scoring zones in order to earn the medals. Watch out though, not all the zones are good for your score.

TOTALLY OUTNUMBERED

Totally Outnumbered is a real test of your ability to play the game when the odds are against you. You'll start each game with fewer players on the pitch than your opponent, but your goal is still the same. Can you score enough points? You'll have to be brave and committed in defense and show some individual flair in attack if you want to succeed in this game mode.

TIME ATTACK

The ultimate test of your ability to score points quickly and regularly. The Time Attack clock is continuously counting down while the ball is in play, and your game is over if it reaches zero. The only way to keep yourself in the game is to score enough points to reach the next score target and earn yourself the time bonuses to make it through to the last target. If you can reach the final target score, then your remaining time will be converted to bonus points, which will make all the difference in any attempt for a gold medal.

CHALLENGE PLUS

Challenge Plus uses the Classic Challenge format, but with the addition of special rules for each match to keep you on your toes. Make sure that you read the rules screen before each match to learn what you'll have to focus on if you want to earn your medals.

PASS CLOCK

There's no time for selfish play in Pass Clock, only teams who are willing to share possession and work together will succeed. Each player can only remain in possession of the ball for a short time and will result in a free kick to the opposition if the pass clock runs out. The pass clock resets after every pass, so you'll have to keep passing and moving in order to succeed.

CHECK POINT CHALLENGE

Check Point Challenge is a challenge of your ability to keep possession while moving the ball around the pitch. This challenge can produce some amazing point scores if you're up to it. A glowing marker will appear on the pitch when your team is in possession. Moving the ball through it will increase your multiplier and spawn another marker nearby. Your accumulated multiplier will decrease when your opponents have possession, so try to make the most of it while you've got the ball.

PLAYER TAG

In Tag you have to pass the ball to the set of players on your team who have markers around their feet before any goals will count. However, unlike All Rounder, the marked players will reset and change each time you lose possession of the ball. Only teams that display exceptional passing skills, team play and a clinical shooting ability will succeed here.

EXHIBITION MATCH

A chance to step away from the pressure of scoring challenge points, Exhibition Match gives you a classic game of soccer where it's just about the goals. Select your difficulty level, match length, extra time options and stadium, then choose your team and take on your opponent of choice.

TROPHY ROOM

Visit the Trophy Room to browse the awards that you've won in World Tour and Medal Mode and replay the World Tour continent victory movies. You'll also find the list of Achievement Awards here; you'll have to collect them all before you can truly claim to have beaten the game!

MULTIPLAYER

NOTE: the WLAN switch must remain in the ON position when participating in any of the Multiplayer Wireless (WLAN) game modes. If a user loses their connection, they will be disqualified from the session.

Play games against up to 3 nearby friends via Ad Hoc mode or against an opponent online via Infrastructure mode.

AD-HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP™ systems to communicate directly with each other. Connect to your closest buddies through Ad Hoc mode and challenge them to a multiplayer game of World Tour Soccer '06.

Note: To play World Tour Soccer '06 via Ad Hoc, you will need at least one opponent with a PSP™ system running World Tour Soccer '06. For best results, players should be stationed within 30ft, with a clear path between units.

Before commencing play, press the HOME button to access the Home Menu, and select the "Settings" icon from the horizontal bar. Select "Network Settings", and then set "Ad Hoc Mode" to "Automatic".

Press ⬅ or ➡ while the Ad Hoc option is highlighted on the Multiplayer Menu in order to change the multiplayer group. To play with or against a friend, both users must select the same group.

CREATING AND JOINING A GAME

Choose a preferred game mode, match length and stadium from the Create Game screen. Join a game by selecting it from the Game List screen. A game cannot be joined if the match has already started.

TEAM CAPTAINS IN MULTIPLAYER MODE

Only team captains will be able to select teams and carry out any Team Management changes. The captain is indicated by the captain symbol on the pre-match screen.

PAUSING A MULTIPLAYER GAME

Each player can only pause the game a maximum of once in each half. Press ⬛ to bring up the multiplayer pause menu where you can then choose to use up your pause for the half, cancel the pause or quit the match.

If all the human players quit or disconnect from one team then the match will automatically end, with a default win being awarded to the other team.

AUTOMATIC REPLAYS

The Automatic Replays option will always be enabled by default in a multiplayer game in order to make sure that each player sees the same action.

INFRASTRUCTURE MODE

The Network Connection Menu will be displayed and press ⬆ or ⬇ to highlight a connection and press ⊗ to confirm. If the connection was successful, the Infrastructure Mode Main Menu will be displayed.

INFRASTRUCTURE MODE MAIN MENU

The Infrastructure Mode Main Menu is displayed in the same way as the Ad Hoc Mode Main Menu. When playing via Infrastructure Mode, a Rankings Table can be viewed, displaying information on who the best players via Infrastructure Mode are.

NOTE: Users must have a configured network configuration before playing via Infrastructure Mode. To set up a network configuration please see the PSP™ (PlayStation®Portable) Instruction Manual.

GAME SHARING

One user (known as the "host") can temporarily transfer World Tour Soccer '06 data via the PSP™ system's Game Sharing facility. The receiver is not required to have a World Tour Soccer '06 PSP™ game inserted into their PSP™ system in order to receive World Tour Soccer '06 content via Game Sharing.

The host must first select "Game Sharing" from the Multiplayer Main Menu to attempt to locate other PSP™ systems, within a range of 30 feet, that are currently searching for Game Sharing data.

The receiver must select GAME icon from the Home Menu and then select the Game Sharing icon to initiate the data transfer. Once both PSP™ systems have connected wirelessly, the receiver should follow the on-screen instructions to send a request to the host. The Game Sharing transfer will begin once the request has been accepted by the host.

Once the transfer is complete, the receiver is able to participate in a World Tour Soccer '06 single player demo. The receiver can terminate their World Tour Soccer '06 session by either switching off their PSP™ system or returning to the Home Menu. Any Game Sharing data received will subsequently be deleted.

NOTE: Both the host and receiver must have the WLAN switch on their PSP™ systems switched to the on position for Game Sharing.

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Game Experience May Change During Online Play.

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Notice from Sony Computer Entertainment Inc.
This UMD™ includes PSP™ (PlayStation®Portable) update data. An update is required when a screen prompting you to update is displayed at game start-up.

Performing PSP™ update
The update data is displayed with the icon shown below on the PSP™ system's home menu. By following the on-screen instructions, you can update the PSP system software. Before performing the update, check the version number of the update data.

• **During an update, do not remove the AC adaptor.**
• **During an update, do not turn off the power or remove the UMD™.**
If an update is canceled before completion, it may cause damage to the system.

Checking that the update was successful
Select "Settings" from the home menu, and then under "System Settings" select and display "System Information". If "System Software" shows the version number of the update data, the update was successful.

For details on system software updates for the PSP™ (PlayStation®Portable) system, refer to the following Website: **www.us.playstation.com/psp**

Sony Computer Entertainment America, Consumer Services
URL: **www.us.playstation.com/psp**
Tel: **1-800-345-7669**
Hours: **6:00 AM – 8:00 PM PST Monday – Saturday**
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